**(1)**

#include<stdio.h>

#include<unistd.h>

#include<sys/types.h>

void main(){

int fd;

mode\_t mode=S\_IROTH;

char \*filename=”tmp/file”;

fd=create(filename, mode);

data[100]=”Mareena Feranandes\n8669\nSEIT”;

write(fd,data,strlen(data));

close(fd)

}

**(2)**

#include<stdio.h>

#include<unistd.h>

#include<sys/types.h>

Void main(){

char \*filename=”tmp/file”;

mode\_t mode=S\_IROTH;

int fd=open(path,mode);

char data[100];

read(fd,data,100);

printf(data);

close(fd);

}

**(3)**

1. dup():

The dup() system call creates a copy of a file descriptor.

* It uses the lowest-numbered unused descriptor for the new descriptor.
* If the copy is successfully created, then the original and copy file descriptors may be used interchangeably.
* They both refer to the same open file description and thus share file offset and file status flags.

1. isseek():

From a given file (e.g. input.txt) read the alternate nth byte and write it on another file with the help of “lseek”.

lseek (C System Call): lseek is a system call that is used to change the location of the read/write pointer of a file descriptor. The location can be set either in absolute or relative terms.